# Formulario de Arquitectura de Computadoras

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### 1. Algebra de Boole

$$\begin{array}{lll} A+0=A & A+A=A & \overline{\overline{A}}=A & A(A+B)=A & \overline{\overline{(A+B)}}=\overline{A}\;\overline{B}\\ A+1=1 & A\cdot A=A & A+(AB)=A & A(\overline{\overline{A}}+B)=AB & \overline{\overline{(A+B)}}=\overline{A}+\overline{B}\\ A\cdot 0=0 & A+\overline{A}=1 & A+(\overline{A}B)=A+B & \overline{A}+(AB)=\overline{A}+B\\ A\cdot 1=A & A\cdot \overline{\overline{A}}=0 & (A+B)(A+C)=A+BC \end{array}$$

### 2. Diseño

A	В	AND	OR	AND	OR
0	0	0	0	$A \longrightarrow A \longrightarrow D$	$A \qquad \qquad A \perp B$
0	1	0	1	$A \cdot B$	A+B
1	0	0	1	B	$B$ $\overline{}$
1	1	1	1	Producto	Suma

### MinTerminos

Lógica positiva (Suma de productos)

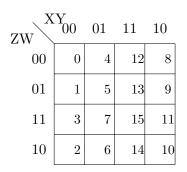
$$f = \Sigma(0, 1, 2, 3..., 15) = \overline{A} \ \overline{B} \ \overline{C} \ \overline{D} + \overline{A} \ \overline{B} \ \overline{C} \ D + \overline{A} \ \overline{B} \ C \ \overline{D} + \overline{A} \ \overline{B} \ C \ D + ... + A \ B \ C \ D$$

$$\begin{array}{c|c} A & \text{Log. Positiva} \\ \hline 0 & 0 \\ 1 & 1 \end{array}$$

#### MaxTerminos

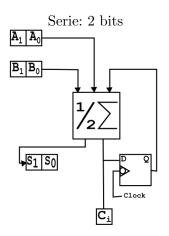
Lógica negativa (Producto de sumas)

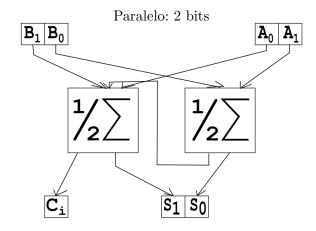
# 3. Mapa de Karnaugth



### 4. Sumadores

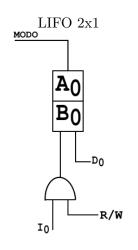
Existe dos clases de sumadores:

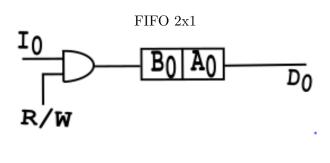




# 5. Memorias

Existe diferentes clases de Memorias:





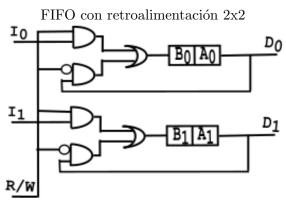


Tabla.-1

$Q_k$	$Q_{k+1}$	J	K
0	0	0	X
0	1	1	X
1	0	X	1
1	1	X	0

Tabla.-2

J	K	Q	$\overline{Q}$
0	0	Vp	$\overline{Vp}$
0	1	0	1
1	0	1	0
1	1	$\overline{Vp}$	Vp

Lineas de direccionamiento	Cantidad de palabras (byte)
1	2
2	4
3	8
4	16
5	32
6	64
7	128
8	256
9	512
10	1024 = 1K
<u>:</u>	:
19	512K
20	1024K = 1M
21	2M
22	4M
23	8M
24	16M
25	32M
26	64M
27	128M
28	256M
29	512M
30	1024M = 1G
i i	: :
37	128G
38	256G
39	512G
40	1024G = 1T
41	2T
•••	